

# Kathleen Lisk

## Design & Illustration

E-mail  
Website

katielisk@gmail.com  
www.katielisk.com

### ■ Skills

Graphic Design  
Creative Communications  
Game Asset Design  
Environment/Prop/Icon Assets  
Storyboarding  
2D Flash Animation  
Traditional Media

### ■ Software

Illustrator  
Photoshop  
Flash  
Dimension  
InDesign  
Unity  
Office

### ■ Interests



Design



Gaming



Writing



Painting



Mandarin



Volunteering

## Work Experience

### Freelance Designer [2017- current]

Producing graphic art and infographics for a variety of purposes. Clients and client partnerships include: *Global Business Travel Association, WWStay, Dinova, American International Group, SAP Concur, Cvent, HRS Global Hotel Solutions, Omni Hotels & Resorts*, and others.

### Senior Artist [2011- 2016]

#### Playtika- Santa Monica, California

Designed art assets (from sketches to approved in-game vectors), UI assets, icons, marketing illustrations, and animations for casino-based social media for Facebook and mobile devices. Collaborated with product and marketing teams for better narratives and experiences for users.

*Titles include Bingo Blitz (winner of Facebook Top Ten Online Games), Blitz Slots, and Penguinauts.*

### Freelance Designer [2010- 2011]

Producing graphic art and infographics for a variety of purposes. Clients include: *Buffalo Studios, Blind Squirrel Digital, Capture Media Associates, Lone Cypress Hunting Club, Dr. Specified Diabetic Hosiery, the Museum of Art and Science of Hickory NC*, and various online commissions.

### Concept Artist & Flash Artist [2008- 2009]

#### Meteor Games- West Hollywood, California

Provided illustration and concept art for character, creature, environments, costuming, and various other visual narrative assets to be used in the *Twin Skies MMORPG* universe (unreleased).

Created vector art for icons, power-ups, and costume design for the *Vikings, Pirates & Ninjas* online games. Brainstormed and created precursor art and development for the *Island Paradise* social game.

## Education

[2018- 2019]

### University of South Wales

International study-abroad- Master's in Graphic Communications

Activities and Societies include: *USW Gamers, Mandarin Study*

[2003- 2007]

### Savannah College of Art & Design

Graduated Cum Laude- BA in Sequential Art, Minor in Animation

Activities and Societies include: *Sequential Arts Club, Classical Animation Club, and SCAD Games.*

[2002- 2003]

### University of North Carolina School of the Arts

Granted high school diploma for completing educational program in NCSA Visual Arts.